

JUMPING JACK™



OVERSEAS OFFICES:
Serra Clara, London

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JUMPING JACK

TM

Monkeys & Crocodiles Get In The Way... Jump! Jump! Jump Towards The Raft!



GAME RULES

- Skillfully operate "Jack" so that it quickly reaches the raft by jumping from a log to a log, or from a seesaw to a seesaw.
- The monkey on a log or a seesaw can be wiped out if Jack jumps upon the log or the seesaw with perfect timing.
- The monkey leaping upon Jack can also be wiped out if Jack skillfully dodges it by jumping up.
- Be careful and dodge crocodiles, volcanoes, piranhas, and spears thrown by natives.
- An extra game will be awarded if Jack gets on a log or seesaw of a different color.
- A bonus game will be awarded if Jack reaches the final goal on the map.

SPECIAL FEATURE

- Skillfully control Jack's hat to wipe off **E X T R A**, **5**, or **200** (200 points each)
- Another Jack will be awarded if all of **E X T R A** have been wiped off.
- Wiping off **5** awards a bonus game.
- Touching **5** puts extra game to the end.

HOW TO SCORE

Bonus Points

At the beginning of each screen, you have 3,000 points, and when each screen starts, those points on hand will decrease according to time. The remaining points at the time when Jack makes a goal, are added to the score as bonus points.

1 JUMP	50 PTS
Monkey	200 PTS
White Monkey	1,000 PTS

SPECIFICATIONS

Table Type	564(0) x 563(W) x 570-688(H)mm AD100V, 115V, 230V 50/60-Hz 140W(14") 185W(20") T'95-2447
Upright	890(0) x 648(W) x 1756(H)mm AD100V, 115V, 230V 50/60-Hz, 180W(20") T'95-1653

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